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9	10	(((timer or timing or time) or error) adj2 message$1) with stale	USPAT	2004/01/15 07:32
10	12834	((timer or timing or time) or error) adj2 message$1	US-PGPUB; EPO; DERWENT; IBM_TDB	2004/01/15 07:34
11	6	(((timer or timing or time) or error) adj2 message$1) with stale	US-PGPUB; EPO; DERWENT; IBM_TDB	2004/01/15 07:34
12	36	((((timer or timing or time) or error) adj2 message$1) same stale) not ((((timer or timing or time) or error) adj2 message$1) with stale)	USPAT	2004/01/15 07:35

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1   Fast detection of communication patterns in distributed executions   ▰
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: 📄 pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2   ARPS: a new real-time computer   ▰
Kenneth J. Thurber
October 1976 **ACM SIGARCH Computer Architecture News**, Volume 5 Issue 4

Full text available: 📄 pdf(1.14 MB)   Additional Information: full citation, references

3   Human-computer interface development: concepts and systems for its management   ▰
H. Rex Hartson, Deborah Hix
March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Full text available: 📄 pdf(7.97 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

4   Network Protocols   ▰
Andrew S. Tanenbaum
December 1981 **ACM C mputing Surveys (CSUR)**, Volume 13 Issue 4

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5 Fault Tolerant Operating Systems

Peter J. Denning
December 1976 **ACM Computing Surveys (CSUR)**, Volume 8 Issue 4

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6 DROL: an object-oriented programming language for distributed real-time systems

Kazunori Takashio, Mario Tokoro
October 1992 **ACM SIGPLAN Notices , conference proceedings on Object-oriented programming systems, languages, and applications**, Volume 27 Issue 10

Full text available: 📄 pdf(2.18 MB)   Additional Information: full citation, references, citings, index terms

7 The mach exception handling facility

David L. Black, David B. Golub, Karl Hauth, Avadis Tevanian, Richard Sanzi
November 1988 **ACM SIGPLAN Notices , Proceedings of the 1988 ACM SIGPLAN and SIGOPS workshop on Parallel and distributed debugging**, Volume 24 Issue 1

Full text available: 📄 pdf(1.18 MB)   Additional Information: full citation, references, citings, index terms

8 Process management and exception handling in multiprocessor operating systems using object-oriented design techniques

Vincent Russo, Gary Johnston, Roy Campbell
January 1988 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 23 Issue 11

Full text available: 📄 pdf(1.22 MB)   Additional Information: full citation, abstract, references, citings, index terms

The programming of the interrupt handling mechanisms, process switching primitives, scheduling mechanisms, and synchronization primitives of an operating system for a multiprocessor require both efficient code in order to support the needs of high-performance or real-time applications and careful organization to facilitate maintenance. Although many advantages have been claimed for object-oriented class hierarchical languages and their corresponding design methodologies, the application of ...

9 CLAW, a high level, portable, Ada 95 binding for Microsoft Windows

Randall Brukardt, Tom Moran
November 1997 **Proceedings of the conference on TRI-Ada '97**

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10 The space shuttle primary computer system

Alfred Spector, David Gifford
September 1984 **C mmunicati ns f the ACM**, Volume 27 Issue 9

Full text available: 📄 pdf(5.34 MB)   Additional Information: full citation, references, citings, index terms

Keyw rds: PASS, avionics system, space shuttle

11 Programming languages for distributed computing systems
Henri E. Bal, Jennifer G. Steiner, Andrew S. Tanenbaum
September 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 3

Full text available: pdf(6.50 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

When distributed systems first appeared, they were programmed in traditional sequential languages, usually with the addition of a few library procedures for sending and receiving messages. As distributed applications became more commonplace and more sophisticated, this ad hoc approach became less satisfactory. Researchers all over the world began designing new programming languages specifically for implementing distributed applications. These languages and their history, their underlying pr ...

12 The click modular router
Eddie Kohler, Robert Morris, Benjie Chen, John Jannotti, M. Frans Kaashoek
August 2000 **ACM Transactions on Computer Systems (TOCS)**, Volume 18 Issue 3

Full text available: pdf(376.31 KB)   Additional Information: full citation, abstract, references, citings, index terms

Clicks is a new software architecture for building flexible and configurable routers. A Click router is assembled from packet processing modules called elements. Individual elements implement simple router functions like packet classification, queuing, scheduling, and interfacing with network devices. A router configurable is a directed graph with elements at the vertices; packets flow along the edges of the graph. Several features make individual elements more powerful and ...

Keywords: component systems, routers, software router performance

13 Third Generation Computer Systems
Peter J. Denning
December 1971 **ACM Computing Surveys (CSUR)**, Volume 3 Issue 4

Full text available: pdf(3.52 MB)   Additional Information: full citation, abstract, references, citings, index terms

The common features of third generation operating systems are surveyed from a general view, with emphasis on the common abstractions that constitute at least the basis for a "theory" of operating systems. Properties of specific systems are not discussed except where examples are useful. The technical aspects of issues and concepts are stressed, the nontechnical aspects mentioned only briefly. A perfunctory knowledge of third generation systems is presumed.

14 A scheduling philosophy for multi-processing systems
Butler W. Lampson
January 1967 **Proceedings of the first ACM symposium on Operating System Principles**

Full text available: pdf(1.51 MB)   Additional Information: full citation, abstract, references, index terms

One of the essential parts of any computer system is a mechanism for allocating the processors of the system among the various competitors for their services. These allocations must be performed in even the simplest system, for example, by the action of an operator at the console of the machine. In larger systems more automatic techniques are usually adopted; batching of jobs, interrupts and interval timers are the most common ones. As the use of such techniques becomes more frequent, it be ...

15 4.2BSD and 4.3BSD as examples of the UNIX system
John S. Quarterman, Abraham Silberschatz, James L. Peterson
December 1985 **ACM C mputing Surveys (CSUR)**, Volume 17 Issue 4

Full text available: pdf(4.07 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

This paper presents an in-depth examination of the 4.2 Berkeley Software Distribution, Virtual VAX-11 Version (4.2BSD), which is a version of the UNIX Time-Sharing System. There are notes throughout on 4.3BSD, the forthcoming system from the University of California at Berkeley. We trace the historical development of the UNIX system from its conception in 1969 until today, and describe the design principles that have guided this development. We then present the internal data structures and ...

16 A scheduling philosophy for multiprocessing systems
Butler W. Lampson
May 1968 **Communications of the ACM**, Volume 11 Issue 5

Full text available: pdf(2.11 MB)   Additional Information: full citation, references, citings

Keywords: interlocks, interrupt systems, multiprocessing, priority, process, protection, scheduling, time-sharing

17 M65MP: An experiment in OS/360 multiprocessing
Bernard I. Witt
January 1968 **Proceedings of the 1968 23rd ACM national conference**

Full text available: pdf(1.07 MB)   Additional Information: full citation, abstract, references, citings, index terms

The System/360 Model 65 multiprocessing system (M65MP) described in this paper exists and is in operation at the IBM facility in Gaithersburg, Mary - land. The Gaithersburg programming effort is the base for IBM's support of multiprocessing announced on January 3, 1968. The only purpose of this paper, however, is to relate strictly personal observations about the development period and the results accomplished.

18 A thread-aware debugger with an open interface
Daniel Schulz, Frank Mueller
August 2000 **ACM SIGSOFT Software Engineering Notes , Proceedings of the International Symposium on Software Testing and Analysis**, Volume 25 Issue 5

Full text available: pdf(347.13 KB)   Additional Information: full citation, abstract, references, citings, index terms

While threads have become an accepted and standardized model for expressing concurrency and exploiting parallelism for the shared-memory model, debugging threads is still poorly supported. This paper identifies challenges in debugging threads and offers solutions to them. The contributions of this paper are threefold. First, an open interface for debugging as an extension to thread implementations is proposed. Second, extensions for thread-aware debugging are identified and implemented wit ...

Keyw rds: active debugging, concurrency, debugging, open interface, threads

19 A proposal for certain process management and intercommunication primitives
Gary D. Knott

October 1974 **ACM SIGOPS Operating Systems Review**, Volume 8 Issue 4

Full text available: pdf(2.52 MB)   Additional Information: full citation, references, citings

20 A model for the local area of a data communication network software organization

P. T. Wilkinson

October 1969 **Proceedings of the first ACM symposium on Problems in the optimization of data communications systems**

Full text available: pdf(1.31 MB)   Additional Information: full citation, abstract, references, citings, index terms

A general purpose store-and-forward data communication network is under development at NPL. The background to this work is described in companion papers(1)(2) which also detail the hardware environment in which the software of the central message switching computer (MSC) operates. A user of this system sees it as a star-connected network by means of which his terminal may exchange data with any other terminal via the MSC. Because this centre is stored-program ...

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